

CLAIMS

What is claimed is:

1. A method of playing a game that encourages a plurality of players to interactively communicate, the method comprising the steps of:
providing a player-in-turn with a hypothetical situation;
the player-in-turn presents an analysis of what should be done in the hypothetical situation and provides reasoning supporting the analysis to at least one player-out-of-turn;
each of the at least one player-out-of-turn evaluates the analysis and the reasoning of the player-in-turn and assigns a score to the player-in-turn based on the evaluation; and
the score is used to generate a ranking of the player-in-turn at the end of game.
2. The method of claim 1, wherein the player-in-turn has a limited time to present the analysis and supporting reasoning.
3. The method of claim 1, wherein the reasoning must include at least one of a plurality of principles listed on a master list.
4. The method of claim 3, further comprising the at least one player-out-of-turn presenting feedback on the player-in-turn's presentation and/or providing advice to the player-in-turn.
5. The method of claim 4, wherein the at least one player-out-of-turn has a limited time period to provide feedback and/or advice.
6. The method of claim 5, further comprising the player-in-turn writing notes corresponding to the supporting reasons prior to making the presentation of what should be done.

7. The method of claim 4, further comprising providing a prearranged group of hypothetical situations from which the hypothetical situation is provided to the player-in-turn.

8. The method of claim 7, further comprising providing a board with a plurality of designated spaces thereon wherein at least some of the plurality of designated spaces correspond to the prearranged group of hypothetical situations.

9. The method of claim 8, further comprising the plurality of players each taking turns as either a player-in-turn or one of the at least one player-out-of-turn.

10. The method of claim 9, further comprising comparing a total score of each of the plurality of players after the game is over to determine a winner.

11. The method of claim 9, wherein the prearranged group of hypothetical situations includes multiple groups of hypothetical situations each corresponding to separate designated spaces on the board.

12. The method of claim 11, wherein one of each of the multiple groups of hypothetical situations corresponds to a separate one of hypothetical situations that may be encountered by parents, by children, by spouses, by adults, and by participants in the workplace.

13. The method of claim 11, further comprising:
randomly determining a number of spaces to advance a game piece of one of the plurality of players who is currently the player-in-turn on the board;
advancing the game piece by the number of spaces to a specific space on the board; and

selecting one of the hypothetical situations from the one of the multiple groups of hypothetical situations that corresponds to the specific space on the board.

14. The method of claim 13, further comprising adding to or subtracting from the points of the player-in-turn based on a scenario described on the specific space onto which the game piece is moved.

15. The method of claim 14, further comprising allowing each of the plurality of players that has not yet reached a designated game over space on the board to take turns as the player-in-turn until each of the plurality of players has a game piece that has reached the designated game over space.

16. The method of claim 15, further comprising awarding extra points to the player-in-turn for reaching the designated game over space depending on how many of the plurality of players have reached the designated game over space in advance of the player-in-turn.